Math Menu

Must do: Center Options:

*Choose 1 of the following:*

Odd problems Problem Solving Center

Even Problems Creation Center

Any 10 Real Life It!

Teach it! Game Center

JiJi

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I am done! Now what?

Any of the above options, create a game, research application, JiJi, coach

**Definitions and Explanations**: All items should be customized to specific class needs, interests, and strengths. This is a sample of what it might look like.

**Direct instruction**: Students receive direct instruction in fluid small groups that consists of differentiated instruction based on grade level Common Core Standards, clear learning targets, formative assessment, and focused DOK questioning.

**Must Do Section:**

**Odd problems/even problems/Any 10**: Self-explanatory. Students may choose these options for demonstrating algorithm proficiency using curriculum based measures (Math Expressions problems, Everyday Math problems and/or Math Boxes, etc.)

**Teach It!:**  Teach it allows students to actually write or record a lesson demonstrating how they would teach the concept of the day. Templates could be used to make sure students are thorough and demonstrate their own knowledge. Exemplar work can be shared as a means of flipping the class or having a solid review for others to access.

**Centers (guiding questions and general rubrics for success are key components of centers): Integration of other content areas is encouraged here to include specifically literacy and science.**

**Problem solving**: Students work on Math Exemplar problems from curriculum or from D-11 website. These can be solved collaboratively or independently (student choice).

**Creation:**  Using concepts that are being covered that week, students create a model demonstrating the concept, invent something that requires application of the concept, or a “how to” demonstration. Typically a set of materials are provided at this station with very little direction or rules on how to use those items.

**Real Life It!:** Students research and explain through presentation why the current concept is applicable to real life. This can include exploration of career fields through research, experiential opportunities (Safari Montage, chat, etc.), and connection to higher level concepts.

**Game Center:** A game that allows for practice of the skill. This could be curriculum based games (such as EDM games), teacher/student created games, or digital games.